[0079] With reference to **FIGS. 8A and 8B**, to operate the gaming device **100** in one embodiment the player must insert the appropriate amount of money or tokens at coin slot **114** or bill acceptor **116** and then pull the pull arm **118** or push the play button **120**. The video reels **107** will then begin to spin. Eventually, the individual reels **107** will come to a stop. As long as the player has credits remaining, the player can spin the reels **107** again. Depending upon where the reels **107** stop, the player may or may not win additional credits.

[0080] In addition to winning credits in this manner, the gaming device **100** may also give players the opportunity to win credits in a bonus round. This type of gaming device **100** will include a program which will automatically begin a bonus round game when the player has achieved a qualifying condition in the game. This qualifying condition can be a particular arrangement of one or more indicia on a display device. As illustrated in the five reel slot game shown in **FIG. 8**A, the qualifying condition could be the number seven appearing on three adjacent reels **107** along a payline **148**. It should be appreciated that the present invention can include one or more paylines, such as payline **148**, wherein the paylines can be horizontal, diagonal or any combination thereof.

[0081] The gaming device of the present invention can be used to play any type of primary game, bonus round game or other game. In one embodiment, the gaming device includes a game which enables a player to have inputs and interaction which are associated with a depth or z-dimension extending into and through the face of the frontmost display surface. This type of three-dimensional game play can be suitable for wagering games which, by their original design, are three-dimensional, such as blackjack, poker, roulette, and other casino games including, but not limited to, skill and perceived-skill games. Other wagering games can enable a player to cause different events to occur based upon how hard the player pushes on the touch screen. For example, a player could cause reels or objects to move faster by pressing harder on the exterior touch screen. In these types of games, the gaming device can enable the player to interact in the three dimensions by varying the amount of pressure the player applies to the frontmost display screen (which operates as a three-dimensional sensing touch screen, as described earlier).

[0082] In another embodiment, the gaming device enables a player to play two or more games on two or more display screens at the same time or at different times. For example, a player can play two related games on two of the display screens simultaneously. In another example, once a player deposits currency to initiate the gaming device, the gaming device may enable the player to chose from one or more games to play on different display screens. In yet another example, the gaming device can include a multi-level bonus scheme which enables a player to advance to different bonus rounds which are displayed and played on different display screens.

[0083] As indicated above, the gaming device of the present invention can also enable players to view information and graphics generated on one display screen playing a game which is generated on another display screen. Such information and graphics can include game paytables, game-related information, entertaining graphics, background, history or game theme-related information or information not related to the game, such as advertisements. The gaming device can display this information and graphics adjacent to a game, underneath or behind a game or on top of a game. For example, a gaming device could display a reel game on the frontmost display screen and also display paylines on an underlying display screen, and the paylines could fade in and fade out periodically.

[0084] Thus, it should be appreciated that different game function images or parts of images are displayed on the different display screens and can co-act to display one or more three dimensional images to the player.

[0085] While the present invention has been described in connection with what is presently considered to be the most practical and preferred embodiments, it is to be understood that the invention is not limited to the disclosed embodiments, but on the contrary is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. It is thus to be understood that modifications and variations in the present invention may be made without departing from the novel aspects of this invention as defined in the claims, and that this application is to be limited only by the scope of the claims.

The invention is claimed as follows:

1. A gaming device comprising:

at least one wagering game;

a processor which controls the wagering game;

a housing; and

a display device controlled by the processor and mounted in the housing, said display device including an at least partially see-through exterior display screen and an interior display screen aligned with the exterior display screen such that at least one line of sight extends through said see-through part of the exterior display screen and the interior display screen, wherein each display screen is operable to simultaneously display an image or part of an image through said line of sight to create a three dimensional representation having an actual height, width and depth.

2. The gaming device of claim 1, wherein the interior display screen is aligned with the exterior display screen such that a plurality of lines of sight extend through said see-through area of the exterior display screen and the interior display screen.

3. The gaming device of claim 1, wherein the entire exterior display screen is see-through.

4. The gaming device of claim 1, wherein the interior display screen is mounted a predetermined distance D behind the exterior display screen in the housing.

5. The gaming device of claim 4, wherein the depth of the three dimensional image is an actual depth based on the predetermined distance D.

6. The gaming device of claim 4, wherein the depth of the three dimensional image is an actual depth equal to the predetermined distance D.

7. The gaming device of claim 4, wherein the depth of the three dimensional image is partly an actual depth and partly a perceived depth based on the predetermined distance D and height and width of each part of the image on each display screen.